Distribution Cabinet Key Pad Functions: (master 5)

Service Menu Functions:

Prompt:	Function:	Allowed Entry:
VCR 12	Sets the number of VCR's operating.	4 to 255, ↓, ENT
Best ?	Best 25 channels	↓, ENT
Wrst ?	Worst 25 channels	↓, ENT
Chn# ?	Channel #s' percent use	1 to 255, ↓, ENT
Clr% (1)	Clear current VCR percentages,	enter 1 to clear % use
ClrT B#?	Clear Time	1 to 80, ↓, ENT
Code ?	four digit code to get to the manager menus.	

Level 1 access:

Cd1	4	Displays number of times code 1 has been used. In this case shows the level 1 code has been used 4 times (hex).	↓
Chng Cd1		Change Code 1	0 to 9999, ↓, ENT

Time 70	sets time allotted per quarter, varying with booth occupancy. In this case shows the current time allotted per quarter is 70 seconds	↓, ENT

TMax 90	Sets allotted per quarter in-use when the Number of booths in-use is less than Bmid.	3 to 255
TMid 80	Sets allotted time per quarter in-use when the total booths in-use is equal to Bmid and less than Bmin.	3 to 255
TMin 70	Sets allotted time per quarter in-use when the total booths in-use is equal to or greater than Bmin.	3 to 255
BMid 4	sets number of booths required to be in use before TMid is used for the current time allotted per quarter.	1 to 80 and < BMin
BMin 7	sets number of booths required to be in use before TMin is used for the current time allotted per quarter.	1 to 80 and > BMid
Rtrn ?	Returns to Time prompt.	↓, ENT

Incntive	Enters the menu for entering incentives.	

$ 5+ 1	sets the number of quarter to be added to the customers time if he puts in a 5 dollar bill.	0-4, ↓, ENT
$10+ 3	sets the number of quarter to be added to the customers time if he puts in a 10 dollar bill.	0-8, ↓, ENT
$20+ 8	sets the number of quarter to be added to the customers time if he puts in a 20 dollar bill.	0-16, ↓, ENT
$50+ 20	sets the number of quarter to be added to the customers time if he puts in a 50 dollar bill.	0-40, ↓, ENT
100+ 50	sets the number of quarter to be added to the customers time if he puts in a 100 dollar bill.	0-80, ↓, ENT
Rtrn ?	Returns to Incntive prompt.	↓, ENT

$Min 2	sets the min dollar input to start the booth In this case 2 dollars	1-100, ↓, ENT
Preview	Configures arcade booths as multifunction arcade/preview booths.	

6$PerHr	Sets the dollar amount charged per hour.	
6$MnStr	Sets the dollar amount required to start the movie	
P1Ch=63	Sets the VCR input channel that will be connected to preview booth 1.	
#OfBth 4	Total number of preview booths.	
P1=B1	Sets the preview booth number relationship to arcade booths. In this case preview booth 1 is assigned to arcade booth 1. It could just as easily been assigned arcade booth 6 or 7…	
Rtrn ?	Returns to Time prompt.	↓, ENT

Rtrn ?	Return to previous menu	↓, ENT

Level 2 access:

Cd2 65	**Displays number of times code 2 has been used.**	**↓**
	In this case shows the level 2 code has been	
	used 65 times (hex).	
Chng Cd2	**Change Code 2**	**secret code**
		0 to 9999, ↓, ENT
B Cn B#?	**Booth Coin intake**	**1 to 80, ↓, ENT**
T Cn ?	**Total Coin intake**	**↓, ENT**
Answ 4	**Sets number of rings the modem will wait**	
	before answering.	
		1 to 7
		0 modem will not answer phone
Rcnf (1)	**Reconfigures distribution cabinet booth number**	**1, ↓, ENT**
	assignments to switch block settings on MUX boards.	
Menu 1?	**Jump to secure menu 1**	**↓, ENT**
Rtrn ?	**Return to previous menu**	**↓, ENT**

Level 3 access:

Cd3 10	**Displays number of times code 3 has been used.**	**↓**
	In this case shows the level 3 code has been	
	used 10 times (hex).	
Chng Cd3	**Change Code 3**	**secret code**
		0 to 9999, ↓, ENT
ClrC (1)	**Clear Coin intake**	**enter '1' to clear coin intake.**
		1, ↓, ENT
ClCn 23	**Displays the number of times the coin**	**↓**
	count has been cleared. (in hex)	
Menu 1?	**Jump to secure menu 1**	**↓, ENT**
Menu 2?	**Jump to secure menu 2**	**↓, ENT**
Rtrn ?	**Return to non secure service menu**	**↓, ENT**